

SONIC RIVALS 2™



SEGA®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

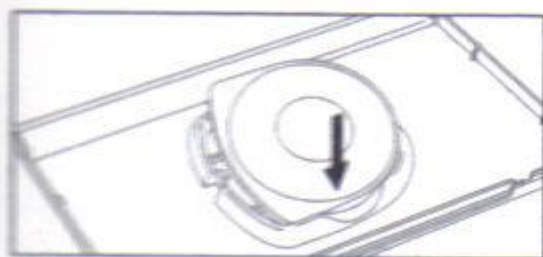
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

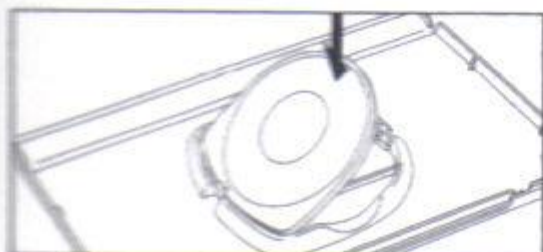
Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

SONICTM **RIVALS 2**



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GETTING STARTED

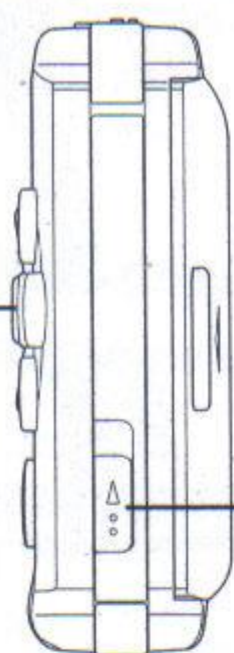
RIGHT SIDE VIEW

NOTICE:

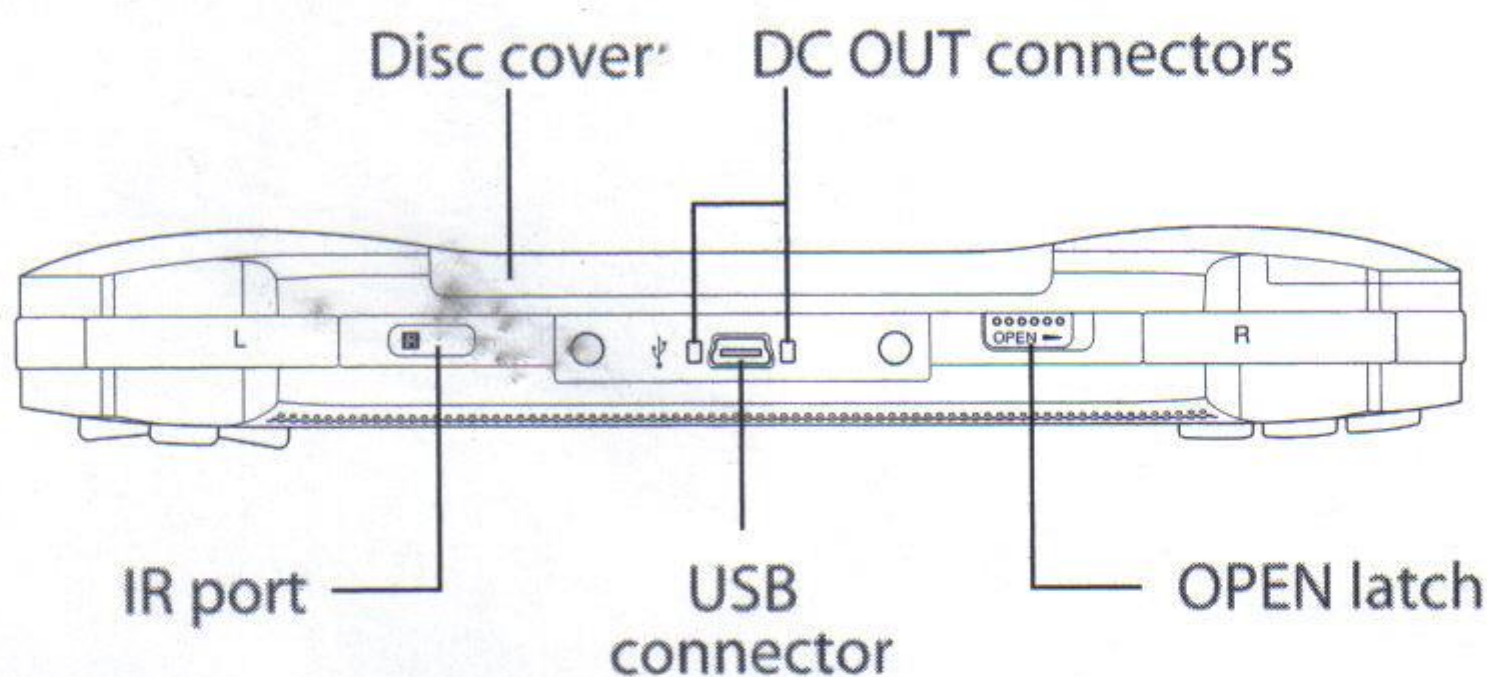
**DO NOT EJECT
A UMD WHILE
IT IS PLAYING.**

△○×□
buttons

POWER/HOLD switch



FRONT VIEW



Set up your PSP[®] (PlayStation[®] Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Sonic Rivals*[™] 2 disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP[®] system's home menu, select the Game icon and then the UMD[™] icon. A thumbnail for the software is displayed. Select the thumbnail and press × of the PSP[®] system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY STICK DUO[™]

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo[™] or Memory Stick PRO Duo[™] into the Memory Stick Duo[™] slot of your PSP[®]. You can load saved game data from the same memory stick, or any Memory Stick Duo[™] containing previously saved games. Note: A Memory Stick Duo[™] or Memory Stick PRO Duo[™] with at least 256 KB of free space is required for a "Save Game" file.

SAVING PROFILES AND SETTINGS

Sonic Rivals[™] 2 saves data automatically at certain points. Do not remove the Memory Stick[™] DUO or switch off the PSP[®] system when the Memory Stick[™] DUO access indicator is flashing.

LOADING SAVED GAME SETTINGS

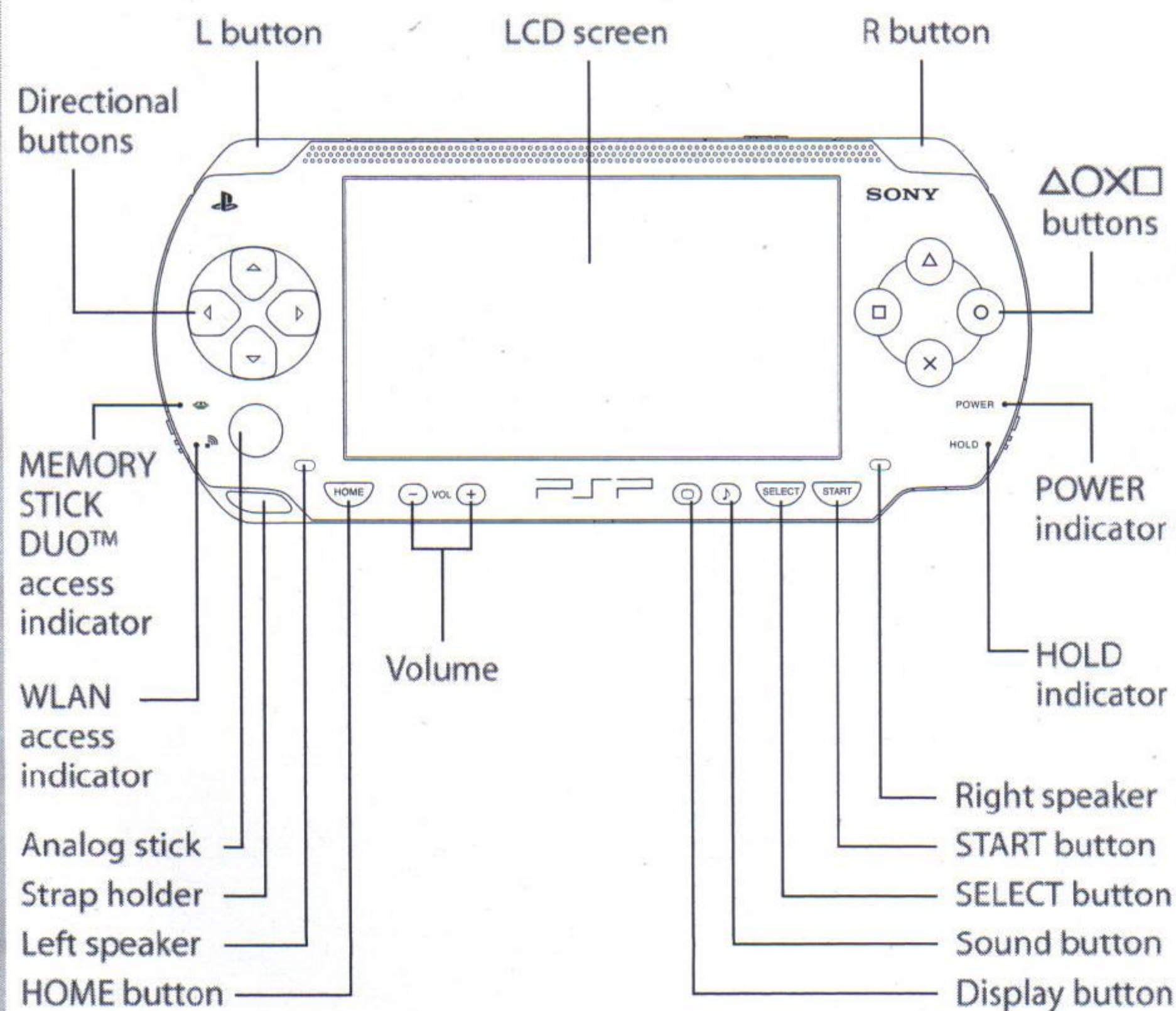
Once you've saved a game, your saved game settings and data are automatically loaded when the game is first booting up.

GETTING STARTED

STARTING UP

PSP® (PlayStation® Portable) system configuration.

PSP® (Playstation Portable) SYSTEM CONFIGURATION



WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. Note: *Sonic Rivals™ 2* supports Ad Hoc mode and Game Sharing mode. Please see the Multiplayer section of this manual for further details.

Ad Hoc Mode:

Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

Game Sharing:

Game Sharing allows you to share a pre-determined portion of *Sonic Rivals™ 2* content with other PSP® system users. The other users do not need to have the *Sonic Rivals™ 2* UMD™ in their PSP® system to use this feature. When another PSP® system user is nearby, select Game Sharing from the Main Menu. The other PSP® owner must select Game Sharing from the Cross Media Bar onscreen display menu. Once this is done, *Sonic Rivals™ 2* game content can be sent and played via the PSP® system Wi-Fi functionality.

Note: *Sonic Rivals™ 2* supports Ad Hoc mode and Game Sharing mode. Please see the Multiplayer section of this manual for further details.

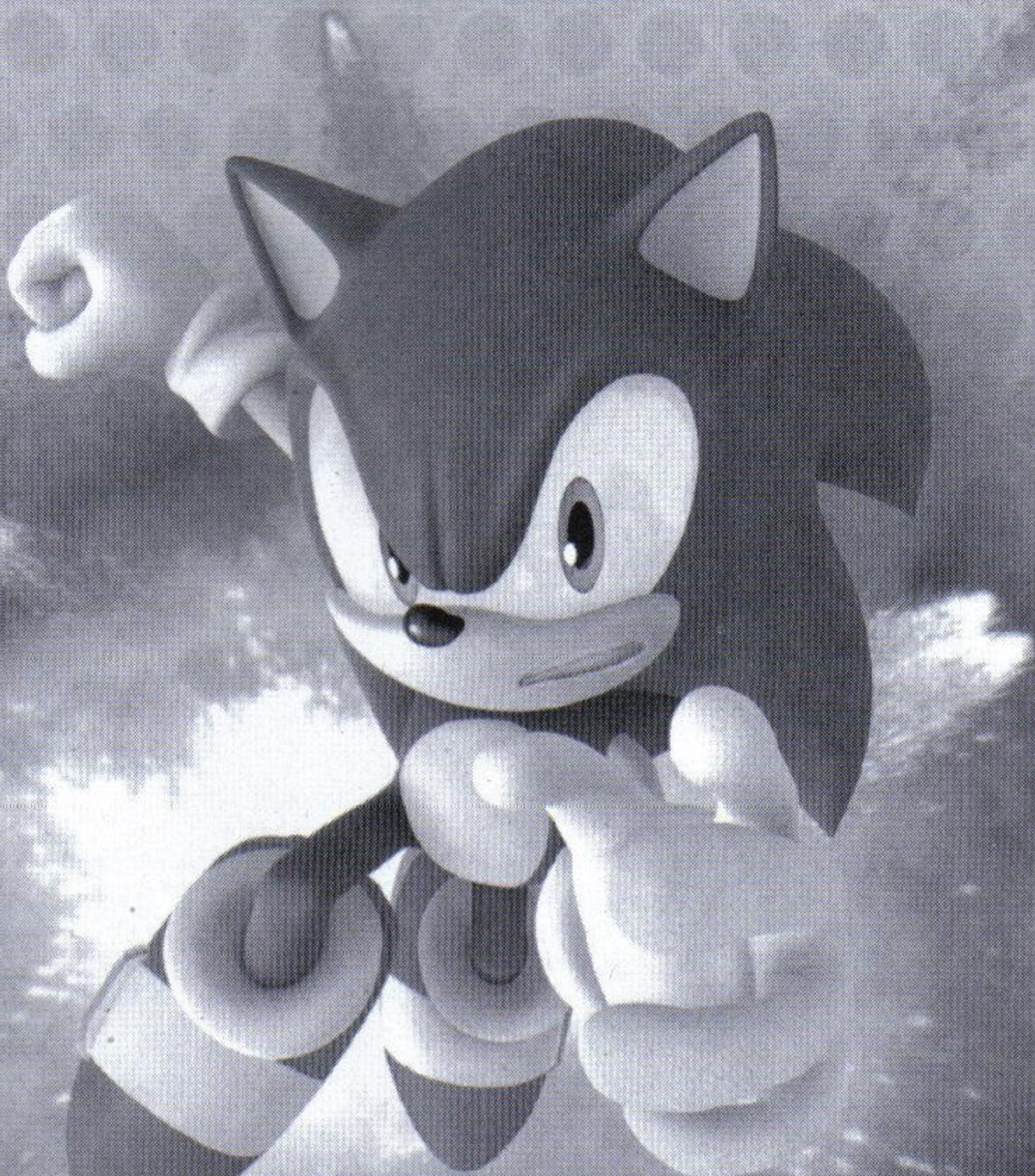
MENU CONTROLS

Select Menu Item	analog stick/directional buttons
Change setting	analog stick/directional buttons ← / →
Confirm/Accept selection	⊗
Previous screen	⊙
Start game	START
Select race suits	△

RACING CONTROLS

Move Character	analog stick/directional buttons ← / →
Duck	analog stick/directional buttons down
Jump	⊗
Homing Attack	⊗ or ⊙
Spin Dash	⊗ (tap) + directional button ↓ (hold) then release
Attack	⊙
Use PowerUp	△
Signature Move	□ (when Signature Meter is full)
Air Boost	⊗ (when icon appears on-screen)
Speed Boost	⊙ (when icon appears on-screen)
Pause / Start game	START

Note: Boost moves are context-sensitive maneuvers off specific environmental objects. To Boost, you must press the corresponding button that appears on-screen. For more information, see Boosting, pg. 17.



MAIN MENU



Press **START** at the Title Screen to go to the Main Menu. At the Main Menu, use the analog stick or directional buttons **↑** and **↓** to highlight a selection and press the **X** button to confirm your choice. To return to the Main Menu or a previous set of options, press the **O** button.

SINGLE PLAYER

Choose from a variety of *Sonic Rivals™ 2* single player game modes: Story, Single Event, Cup Circuit, and Free Play. For more information, see Single Player mode, pg. 11.

MULTIPLAYER

Challenge your friends and rivals using the PSP® system's wireless capabilities. Go head-to-head against your closest buddy through Ad Hoc mode for a Single Event, select from a series of Cup Circuit challenges, or share your game with another PSP®. When you're done racing, select Card Trading, to swap unlocked Trading Cards. For more information, see Multiplayer, pg. 14.

GAME SUMMARY

After completing a race, you can view your Player and Challenge Summary Statistics. Player Stats includes your fastest time in each race, as well as your progress in Story mode.

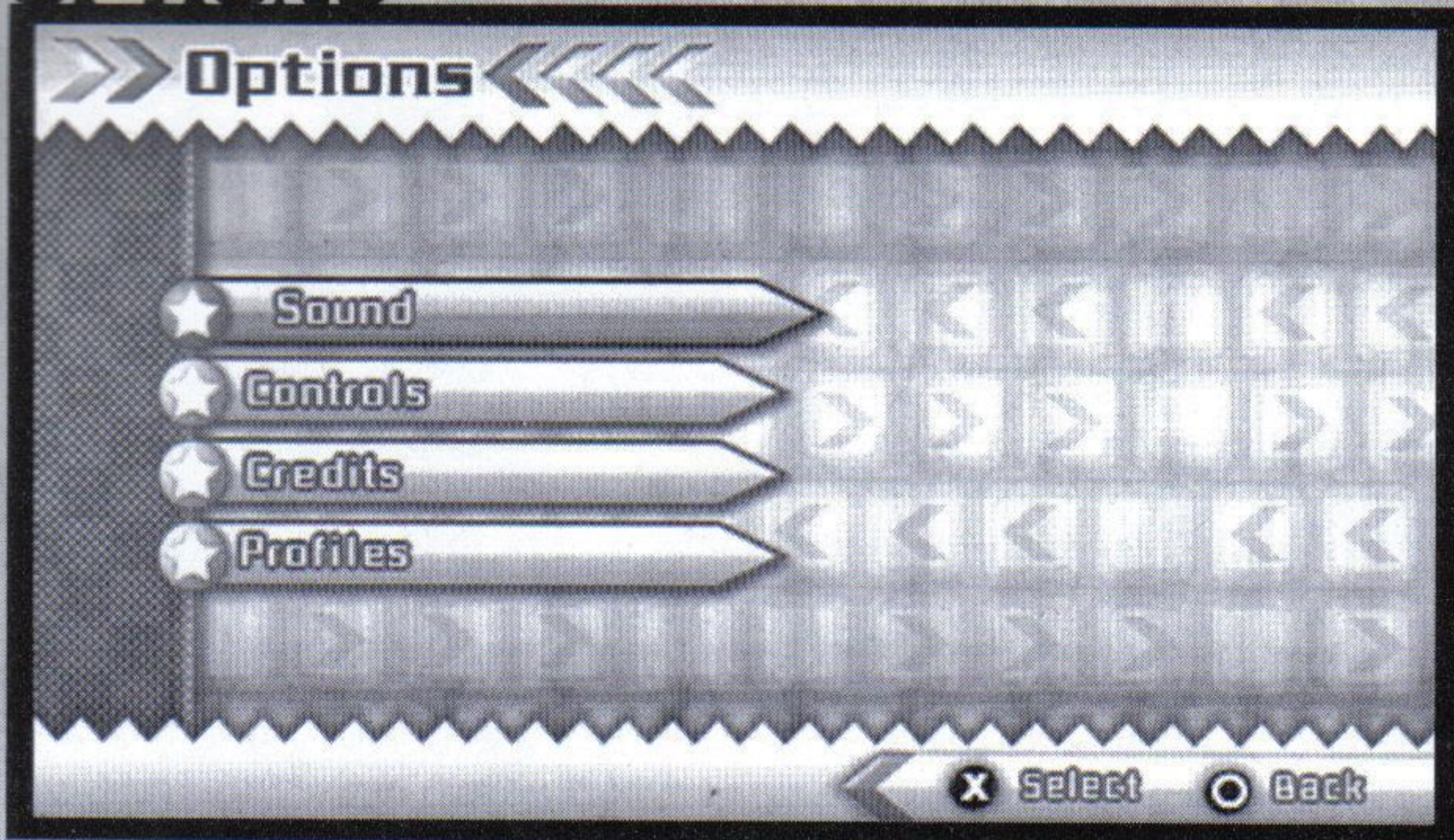
CARD COLLECTION

View the Trading Cards you've unlocked, traded and collected. For more information, see Card Collection, pg. 20.

OPTIONS

Change various game settings.

OPTIONS



Use the analog stick or directional buttons **↑** and **↓** to highlight an Option and press **X** to confirm your choice. You can also use the directional buttons **←** and **→** to toggle/adjust the choices. Press the **O** button to return to the Main Menu.

SOUND

Adjust the music and SFX volume levels.

CONTROLS

View the game's controls at a glance.

CREDITS

View the game's credits.

PROFILES

Manage your player Profile.

New Profile: Create a new Profile.

Load Profile: Manually load your Profile.

Save Profile: Manually save your Profile.

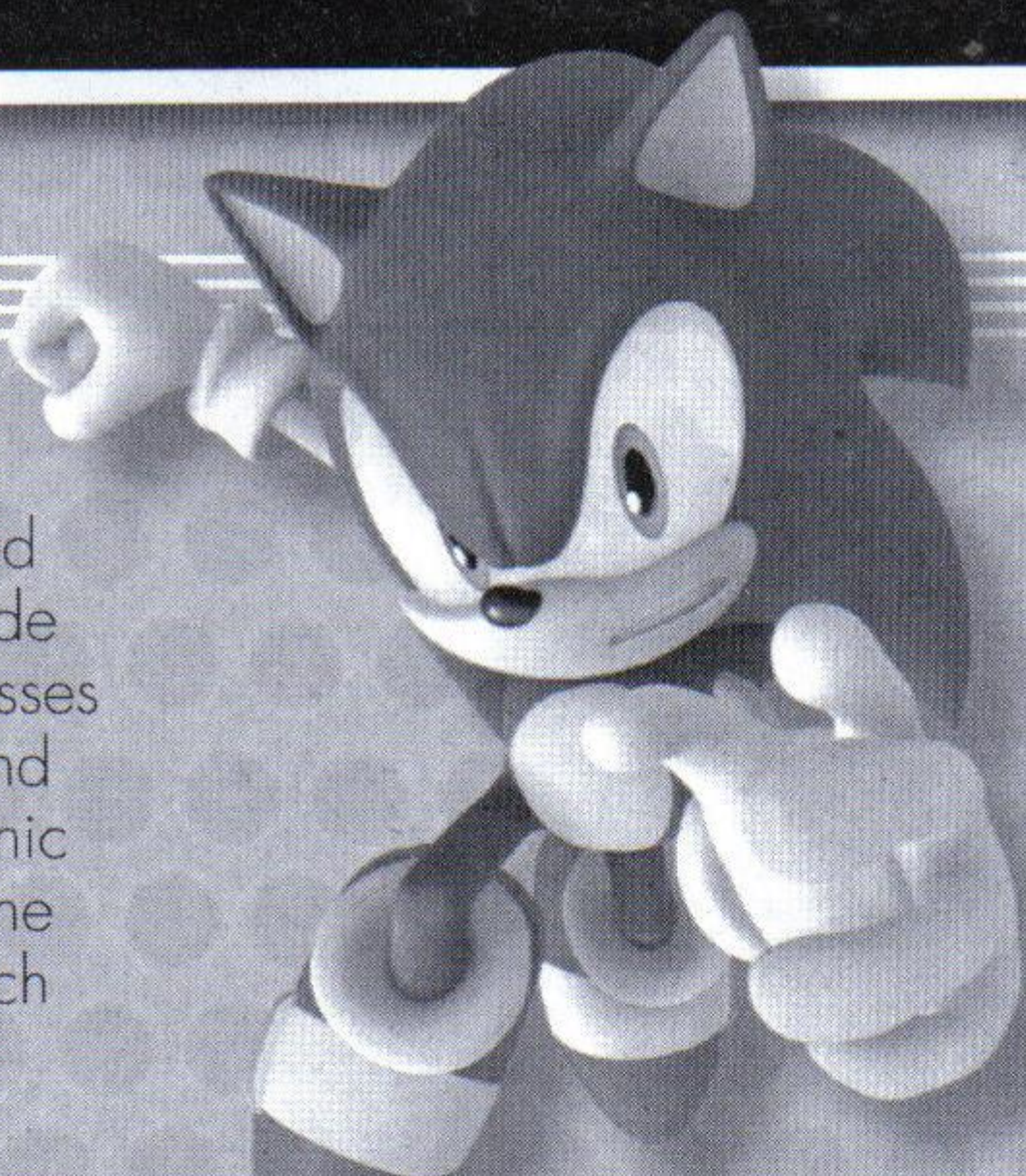
Delete: Delete your Profile.

Autosave: Toggle the Autosave feature ON/OFF.

Note: Once a Profile has been deleted it cannot be recovered.

SONIC THE HEDGEHOG

The world's fastest supersonic hedgehog, unrivalled in speed returns. His actions and attitude are legendary, and he possesses many high-speed offensive and defensive abilities. When Sonic hears that the Chao have gone missing, the race is on to catch up with his old nemesis, Dr. Eggman.



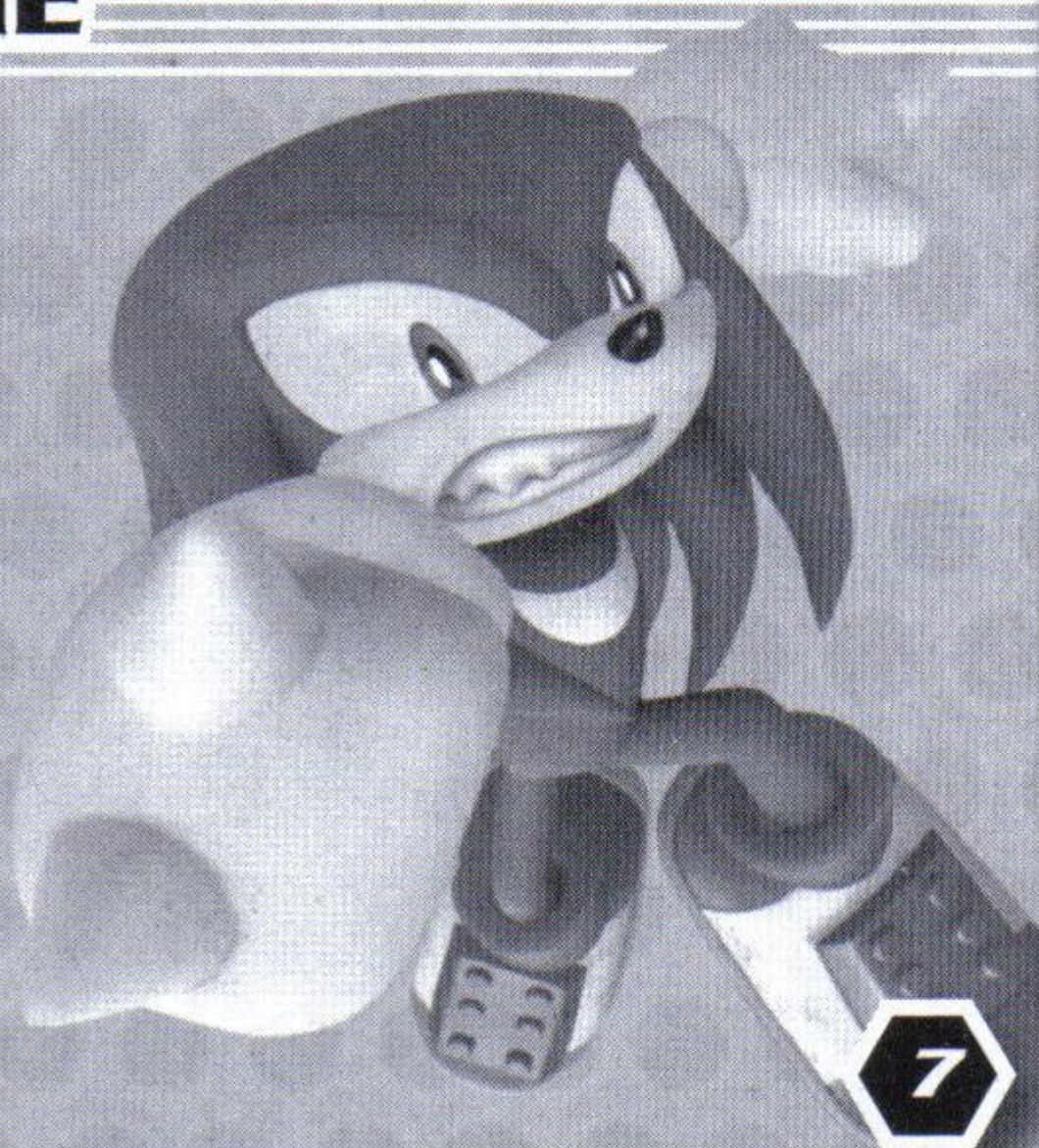
MILES "TAILS" PROWER

Tails is Sonic's best friend and a master mechanic. This two-tailed fox excels at building robots and flying machines, but he can also be very naive and gullible. Tails has teamed up with Sonic to locate Dr. Eggman and get to the bottom of the missing Chao.



KNUCKLES THE ECHIDNA

Knuckles, the steadfast echidna is known for his great strength and martial arts prowess. He often uses his rock-hard fists to his advantage to smash his enemies. Guardian of the Master Emerald, Knuckles is going to have to reluctantly team up with the sly Rouge to track down Eggman.



ROUGE THE BAT

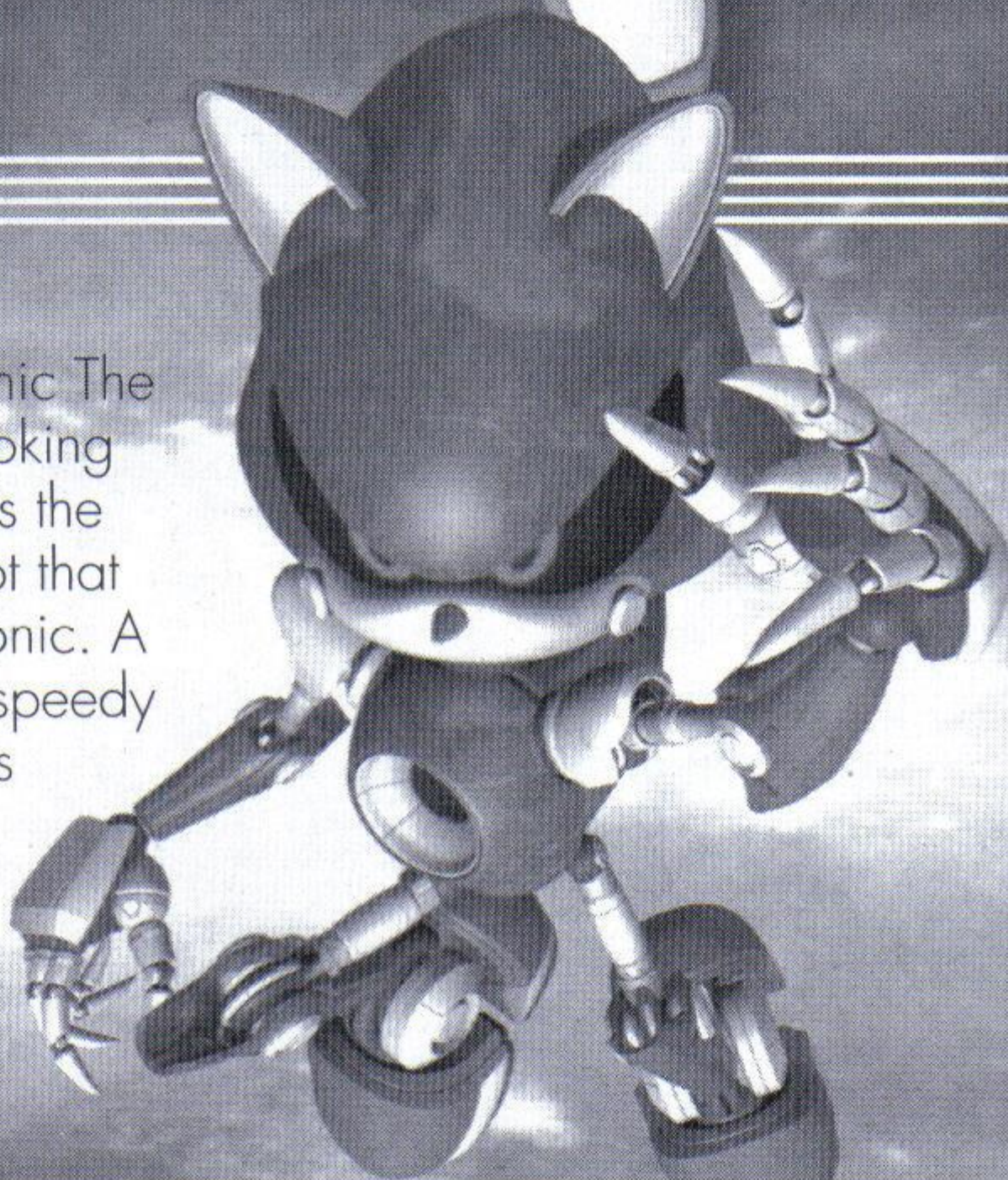
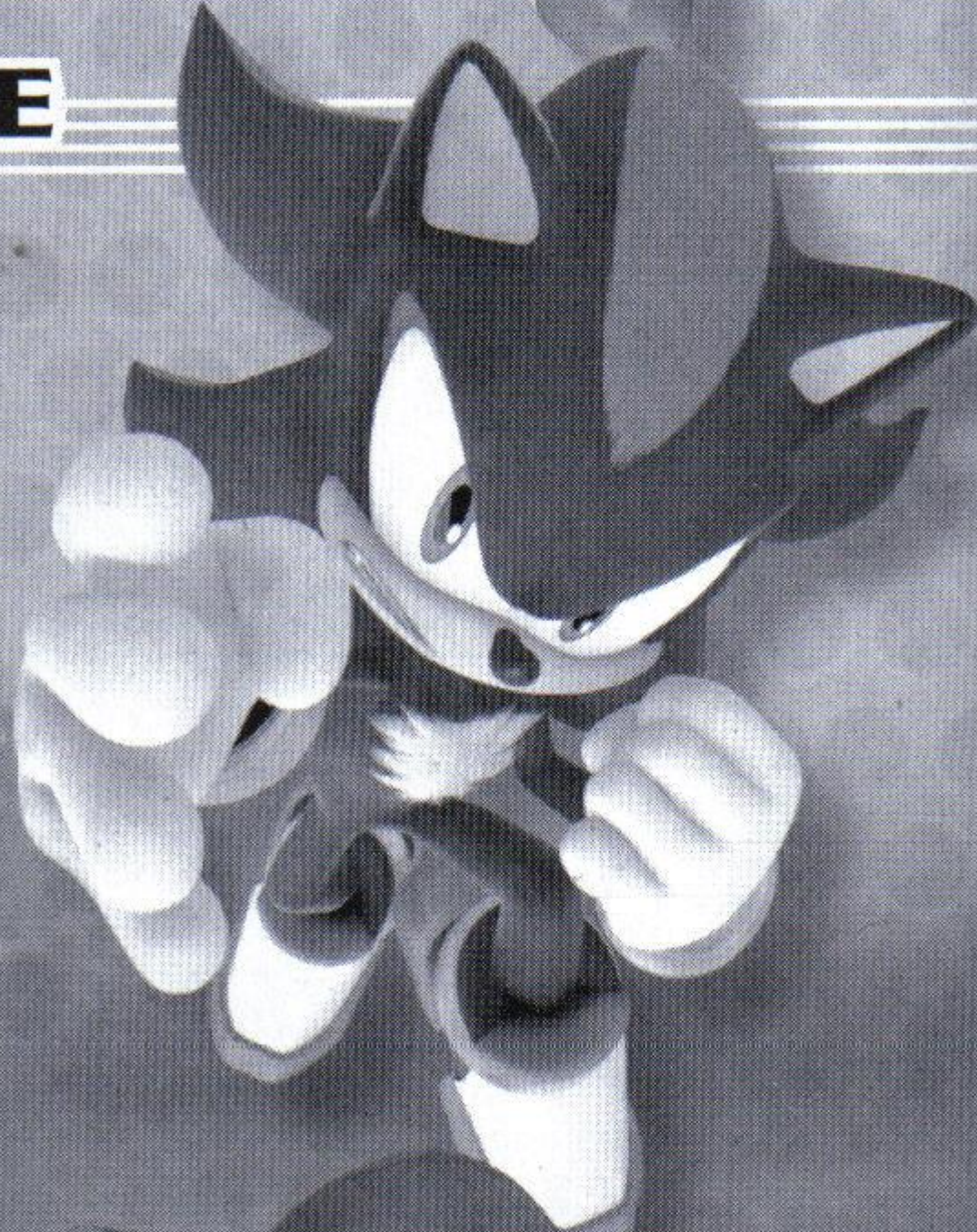
Rouge is a professional treasure hunter, forever in search of the world's most precious stones, as well as a part-time government spy. Fearless, bewitching, and overflowing in feminine charm, Rouge is dedicated to her work and never leaves a task empty handed. In this adventure, she's looking for a certain kind of Emerald...

SHADOW THE HEDGEHOG

Created as the ultimate life form in a lab by Professor Gerald Robotnik, Shadow believes Sonic to be his rival in all aspects of his life. Unlike Sonic, however, Shadow's speed comes from his Hover Shoes, which allow him to glide just above the surface. This time around, Shadow answers the call of... Dr. Eggman?!

METAL SONIC

A robotic version of Sonic The Hedgehog, Metal is looking forward to proving he is the REAL hedgehog and not that "loathsome copy" of Sonic. A pawn of Eggman, this speedy robot is forced to do his master's bidding.



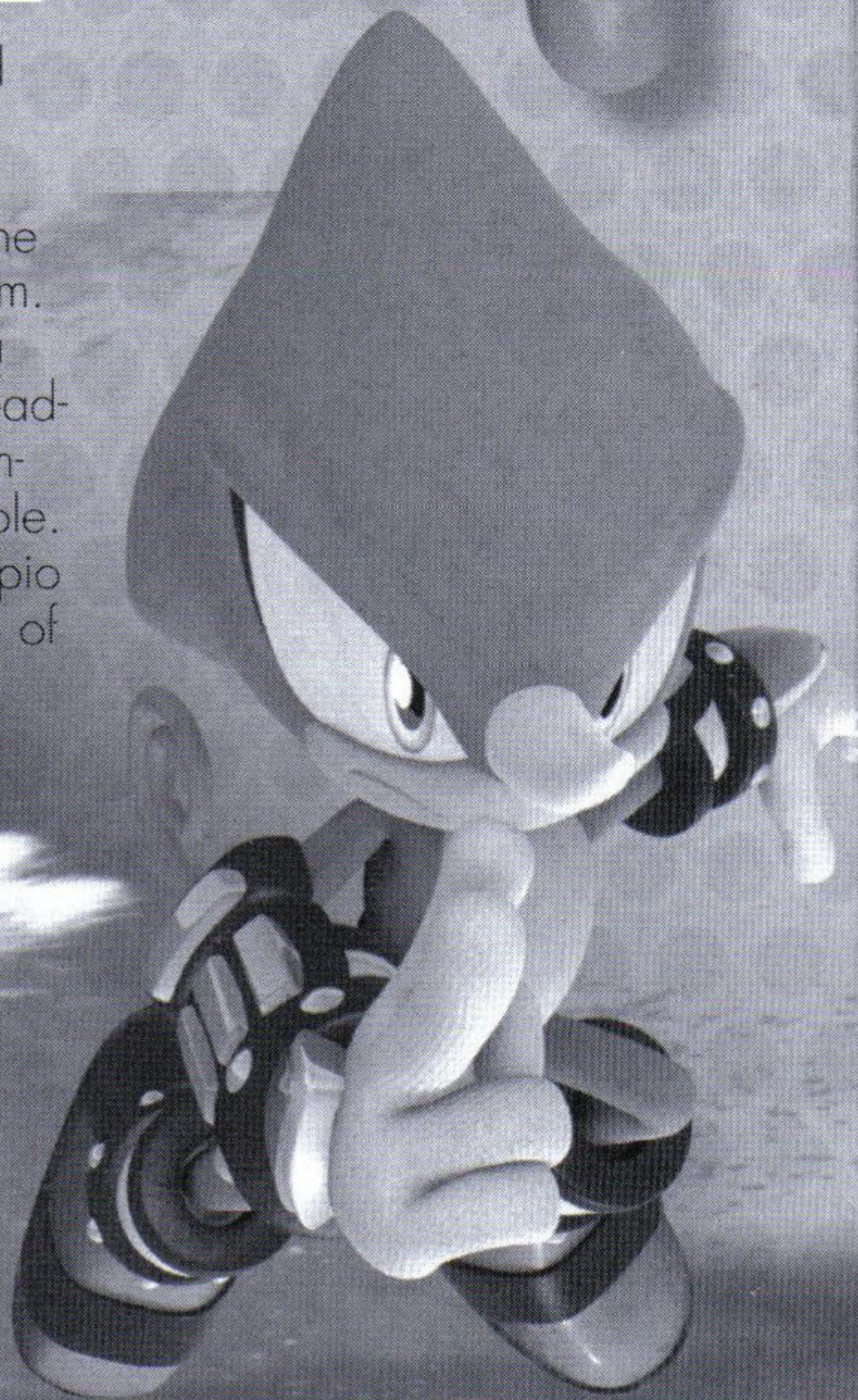
SILVER

A mysterious young silver hedgehog, Silver is equipped with psychic powers that allow him to confuse rivals with the power of his mind. All that is known about Silver is that he comes from the future. For unknown reasons, he also seems to be looking for Chao.

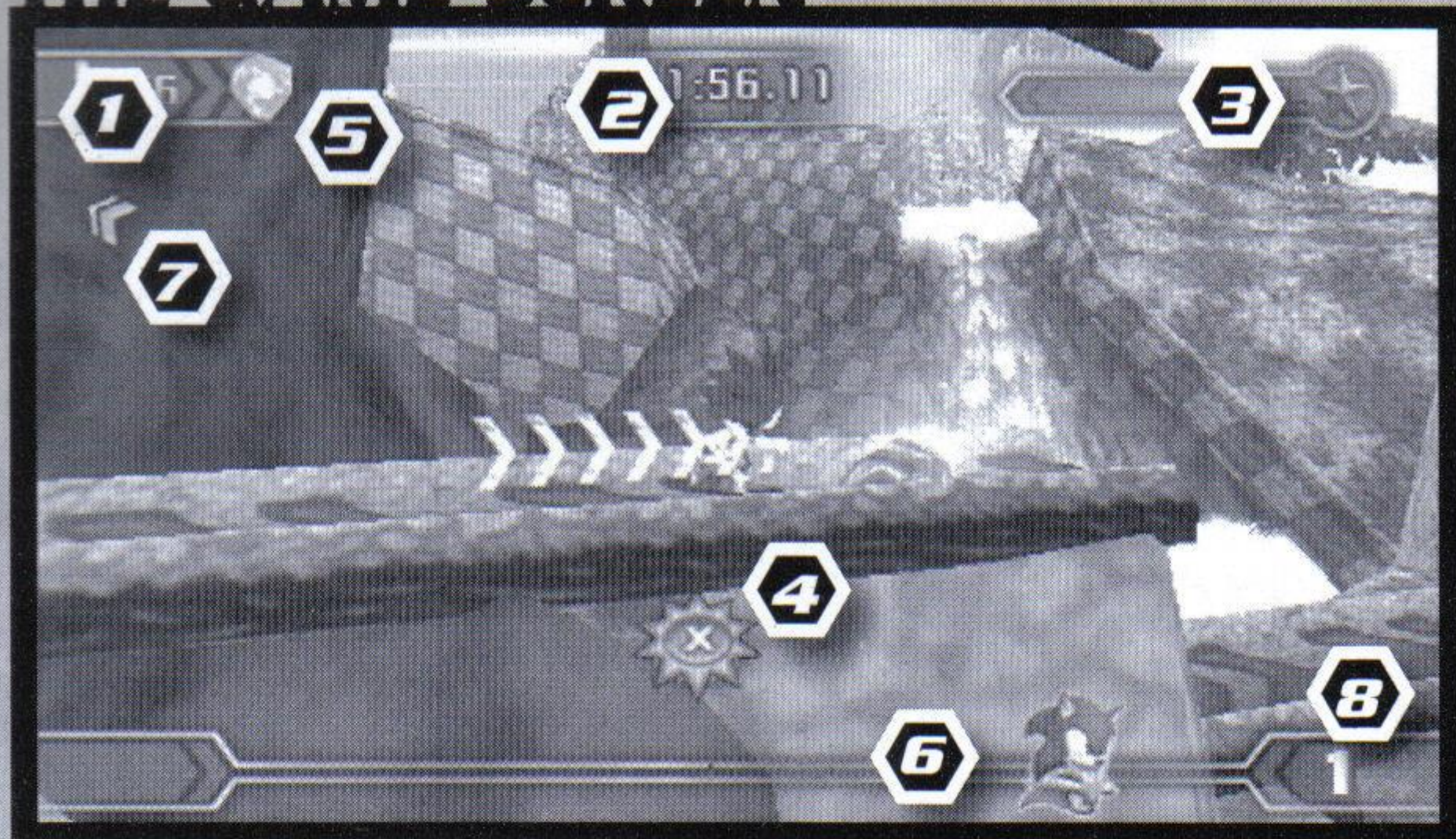


ESPIO THE CHAMELEON

Espio is an opinionated and obsessive chameleon at the Chaotix Detective Agency. He has a militaristic discipline despite being quiet and calm. Thanks to his extensive ninja training, he faces trouble head-on and uses his stealthy camouflage to render him invisible. Going deep undercover, Espio is trying to get to the bottom of the Chao disappearance.



THE GAME SCREEN



1. RINGS : Indicates the number of Rings you've collected. Collecting Rings fills your Signature Meter and also prevents you from having to respawn when you take damage. For more information, see Rings, pg. 16.

2. TIME : Your current race time.

3. SIGNATURE METER : Fills up as you collect Rings, Boost, and successfully attack your opponent or enemies. Once it's completely full, it will begin to flash, indicating you that you can now pull off a Signature Move by pressing . For more information, see Signature Moves, pg. 19.

4. BOOST OPPORTUNITY : These are environmental objects that allow you to perform context-sensitive aerial and speed Boost maneuvers. To activate a Boost, press either (Air Boost) or (Speed Boost) while on the Boost Object.

5. POWER UP : Pick up and use Power Ups to gain the upper hand. For more information, see Power Ups, pg. 18.

6. DISTANCE METER : This displays the distance and proximity between you and your rival, as well as the proximity to the finish line.

7. RIVAL ARROW : If your rival is off-screen, the Rival Arrow appears to show you their general direction and location.

8. POSITION : This displays your position in the race. Come in first to win!

Note: The Game Screen will vary depending on whether you are playing a Race, Boss Level, or Battle mode.

GAME MODES

SINGLE PLAYER



Choose from Story, Single Event, Cup Circuit, and Free Play modes.

STORY

In Story mode, choose a favorite *Sonic Rivals™ 2* character and speed through the adventure, teaming up with your rivals in a race to find out who is behind the disappearance of the Chao.

SINGLE EVENT

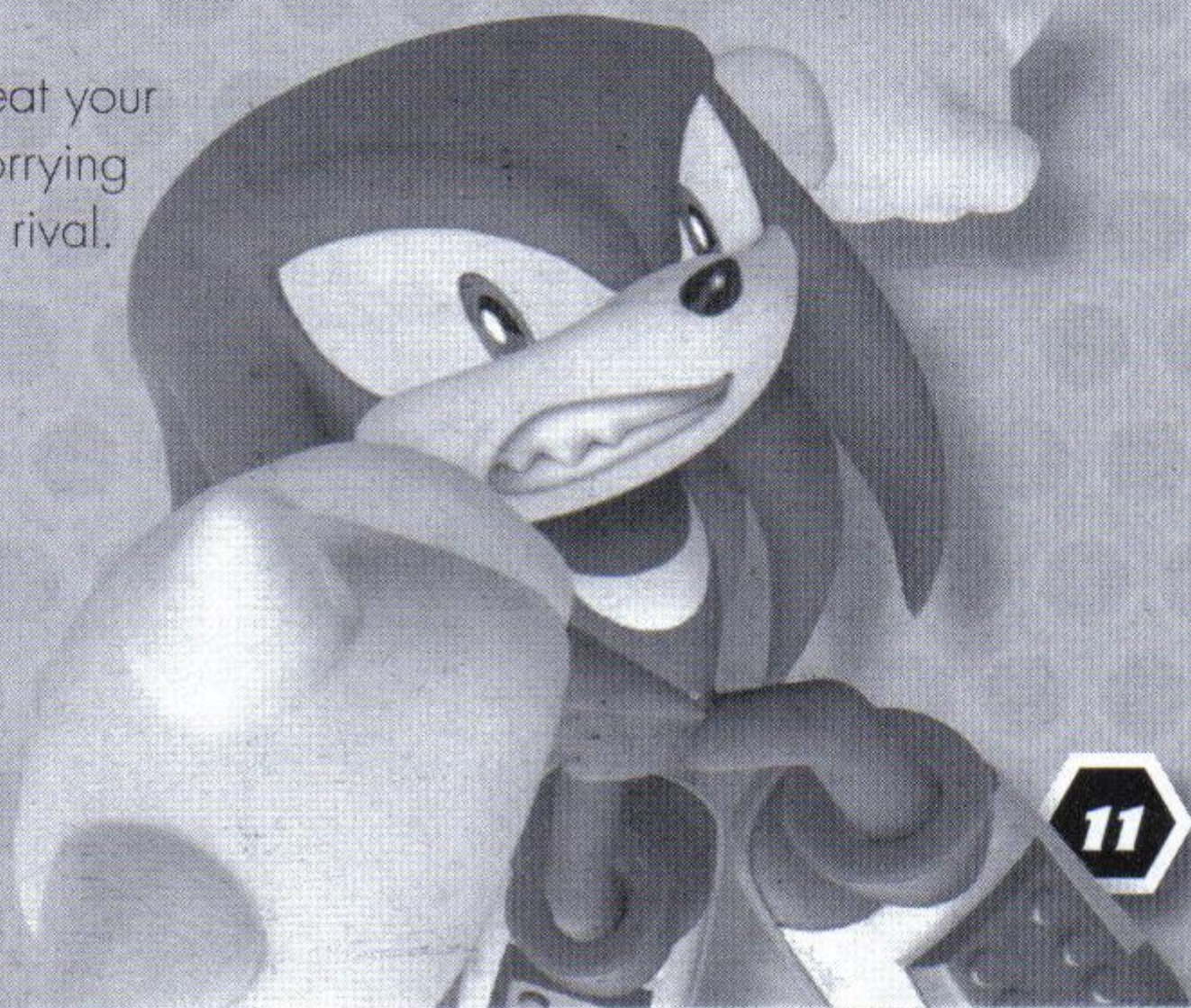
In Single Event mode, choose a character, rival and stage, then compete in a race or battle while attempting to complete specific challenges to unlock rewards.

CUP CIRCUIT

Select a Cup and compete in a series of races, battles or bosses; the best of two out of three events will determine who is the fastest. In order to successfully complete a circuit, you must win more events than your rival.

FREE PLAY

Practice and try to beat your best times without worrying about the clock or a rival. Also, try to find the hidden Chao.



BATTLE MODES

In addition to the traditional *Sonic Rivals™* race stages, *Sonic Rivals™ 2* features six Battle modes where you compete against your rival head-to-head.

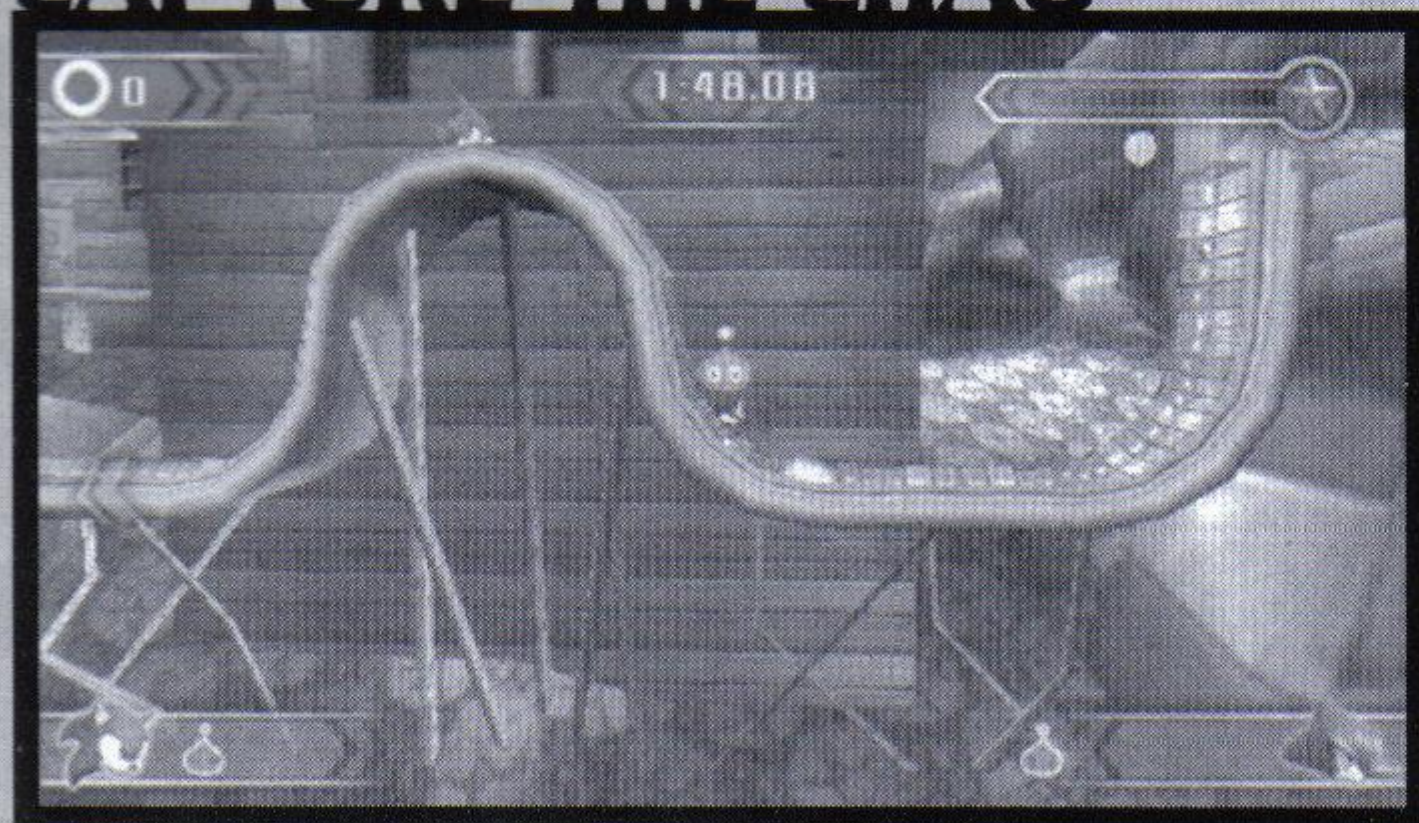
Note: You can select the number of battles.

KNOCKOUT



Be the first player to knock out your opponent using attacks and Power Ups. You can only knock them out when the player has no Rings.

CAPTURE THE CHAO



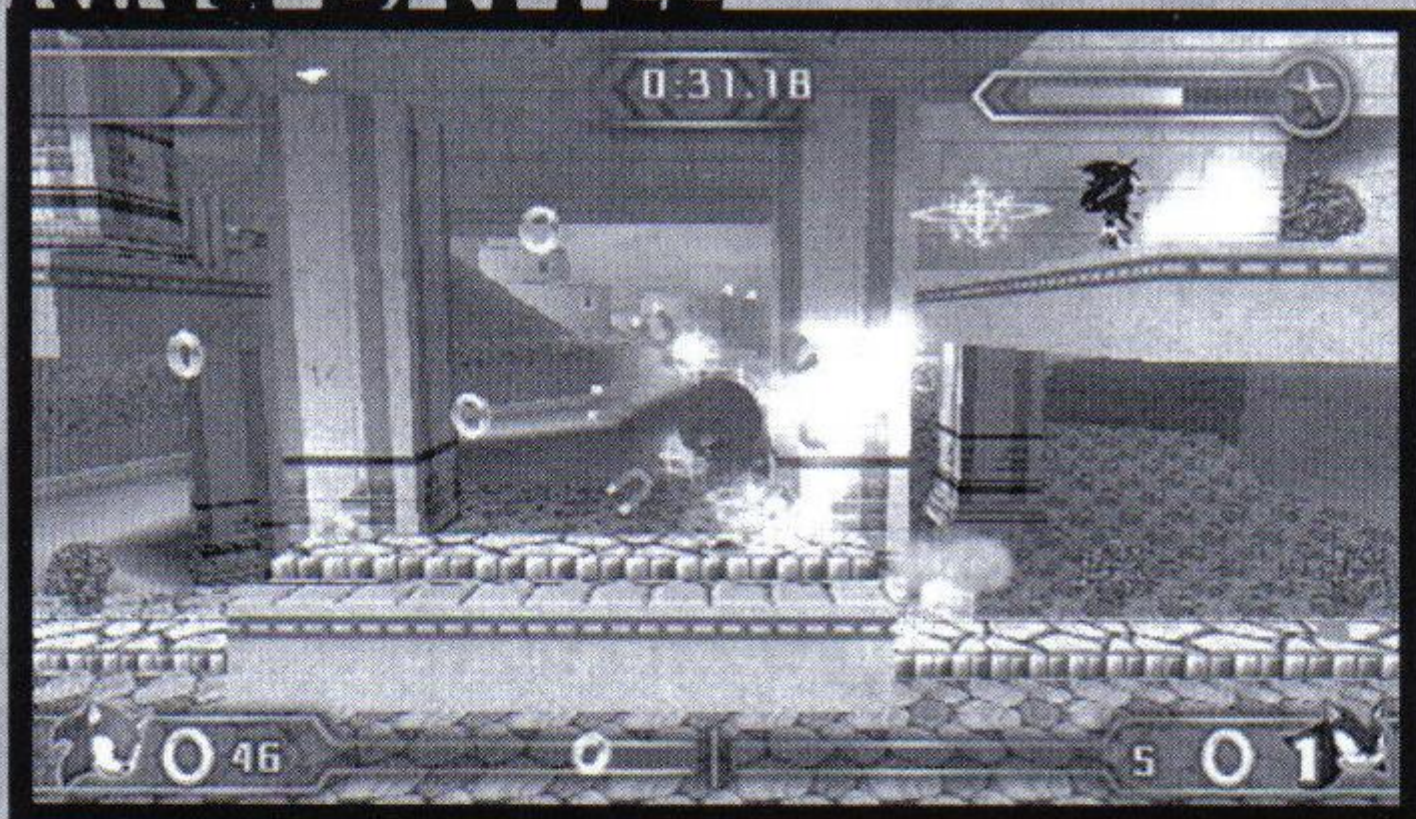
Find a way inside your rival's base and capture their Chao then return it to your base before they can do the same to you. Attacking your rival while they're carrying a Chao causes it to be dropped. Touching your dropped Chao returns it to your base.

LAPS RACE

Race against your rival around a circuit-style track for a predetermined set of laps. The first to complete the specific number of laps wins!

GAME MODES

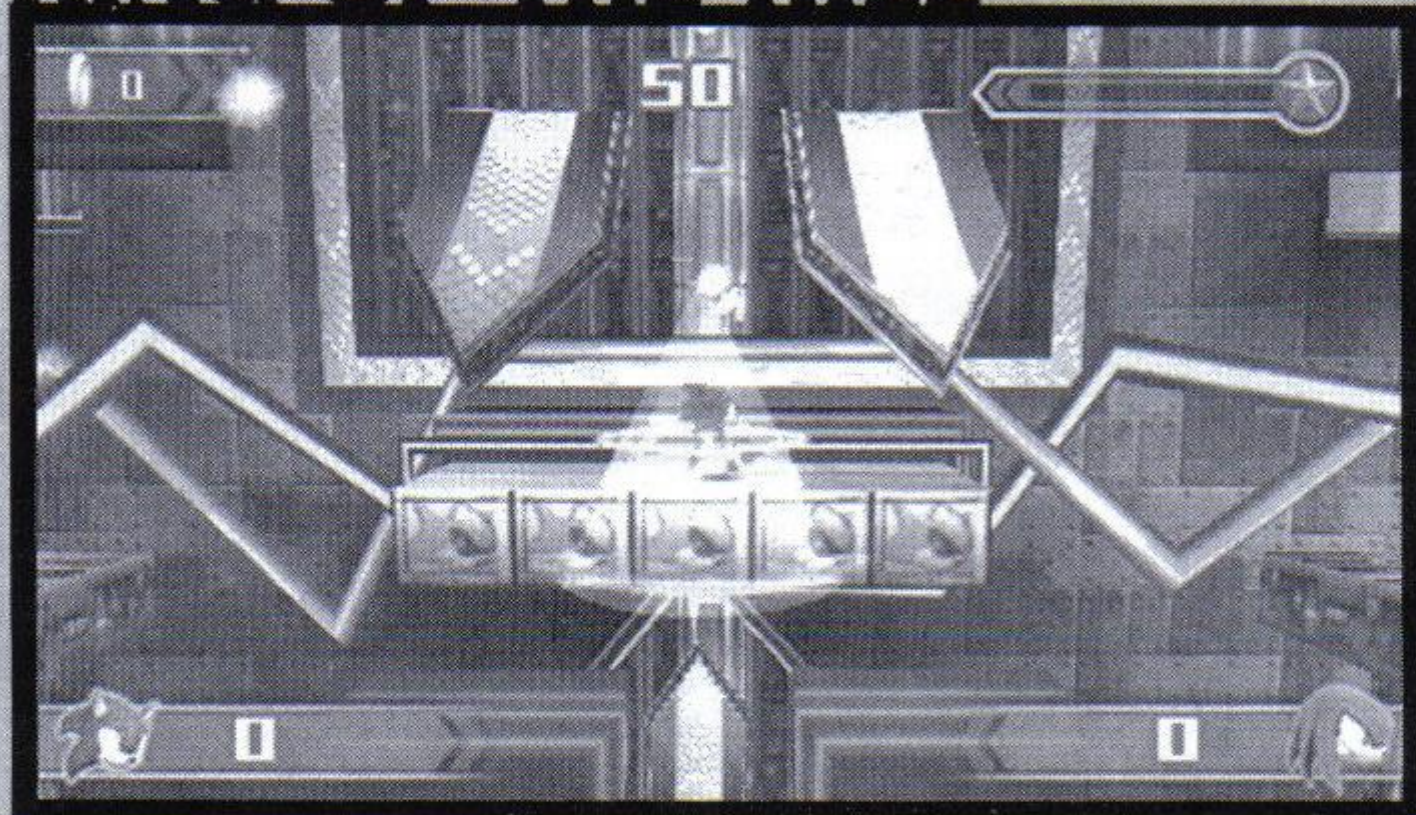
RING BATTLE



Beat your rival by collecting the most Rings before the timer runs out!

Tip: If you're behind, consider attacking your rival to catch up!

KING OF THE HILL



Select a point total and then battle it out to see who can stay inside the goal zone and reach that score first. While in the goal zone, you quickly earn points. The first person to earn the points, wins!

TAG



Attack your rival and tag him with a bomb and it will start the countdown. The player who is left holding the bomb when their timer runs out loses.

MULTIPLAYER WIRELESS PLAY



Play against a friend using the PSP® system's wireless capabilities. Connect to your closest buddy through Ad Hoc mode and choose from Single, Cup Circuit and Card Trade modes, or share your game with another using a single UMD™. Select Multiplayer from the Main Menu and then choose Wireless Play.

Note: When attempting to connect wirelessly to another PSP® system, you can press to cancel the connection and return to the Multiplayer menu.

JOINING A GAME



To join a game, select JOIN from the Wireless Play menu. Press the analog stick or directional buttons and to select a game in progress from the game host window on the right side of the screen and then press to confirm your choice. Once you've chosen a game to join, select your character and press to start the game.

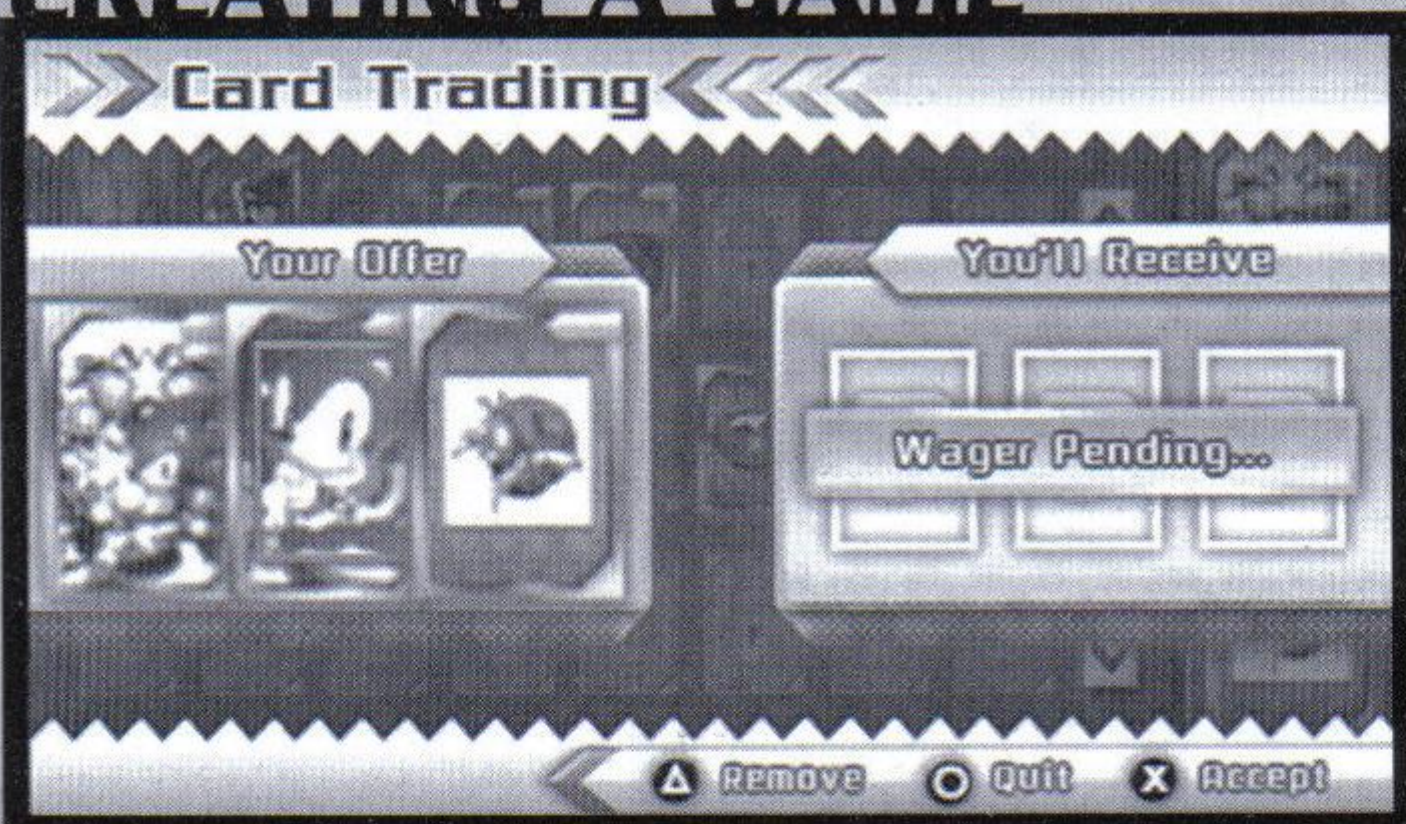
Note: In order to play a game through the PSP® system's Ad Hoc mode, you must make sure the WLAN switch is switched on.

CARD TRADING

Trade your unlocked Cards with your friends via the PSP® system's Ad Hoc mode. For more information, see Card Collection, pg. 20.

GAME MODES

CREATING A GAME



To create and host a game, select CREATE from the Wireless Play menu. Choose a Multiplayer mode (Single Event, Cup Circuit, or Card Trading). Next, use the analog stick or directional buttons to select a character, outfit (optional), Stage/Cup, and Act, then choose whether or not you want to wager Cards. When you're ready, press (X) to search for other nearby players. Once a player has chosen their character and joined your game, the race will automatically launch.

GAME SHARING



Game Sharing allows you to share Battle mode and Boss stages with other PSP® system users. The other player does not need to have the *Sonic Rivals™ 2* UMD™ game in their PSP® system to use this feature. The following are the steps to share a game with another PSP® system user:

1. With another PSP® system user nearby, select GAME SHARING from the Main Menu, then select the Zone, Battle mode or Boss act, and your character.
2. The other player must select GAME SHARING from the Cross Media Bar on-screen display menu from their PSP® system to send a response.
3. Once the response is received, highlight YES to accept it and press (X). Once accepted, the selected stage will be sent via the PSP® system's Wi-Fi functionality.

Note: Once the stage has been played or if the host player quits or turns off his PSP® system, the shared game will no longer be available on the other player's system.

ATTACK



It's going to take more than Sonic speed to stay in front of your rival. When push comes to shove, you're going to have to attack your opponent if you want to win. Attacking your rival will temporarily knock him or her to the ground or stun them, causing them to lose Rings while allowing you to get ahead. To attack on the ground, get right behind your rival and press **○** to shove, or jump above them by pressing **×**, and then press **×** or **○** to attack.

RINGS

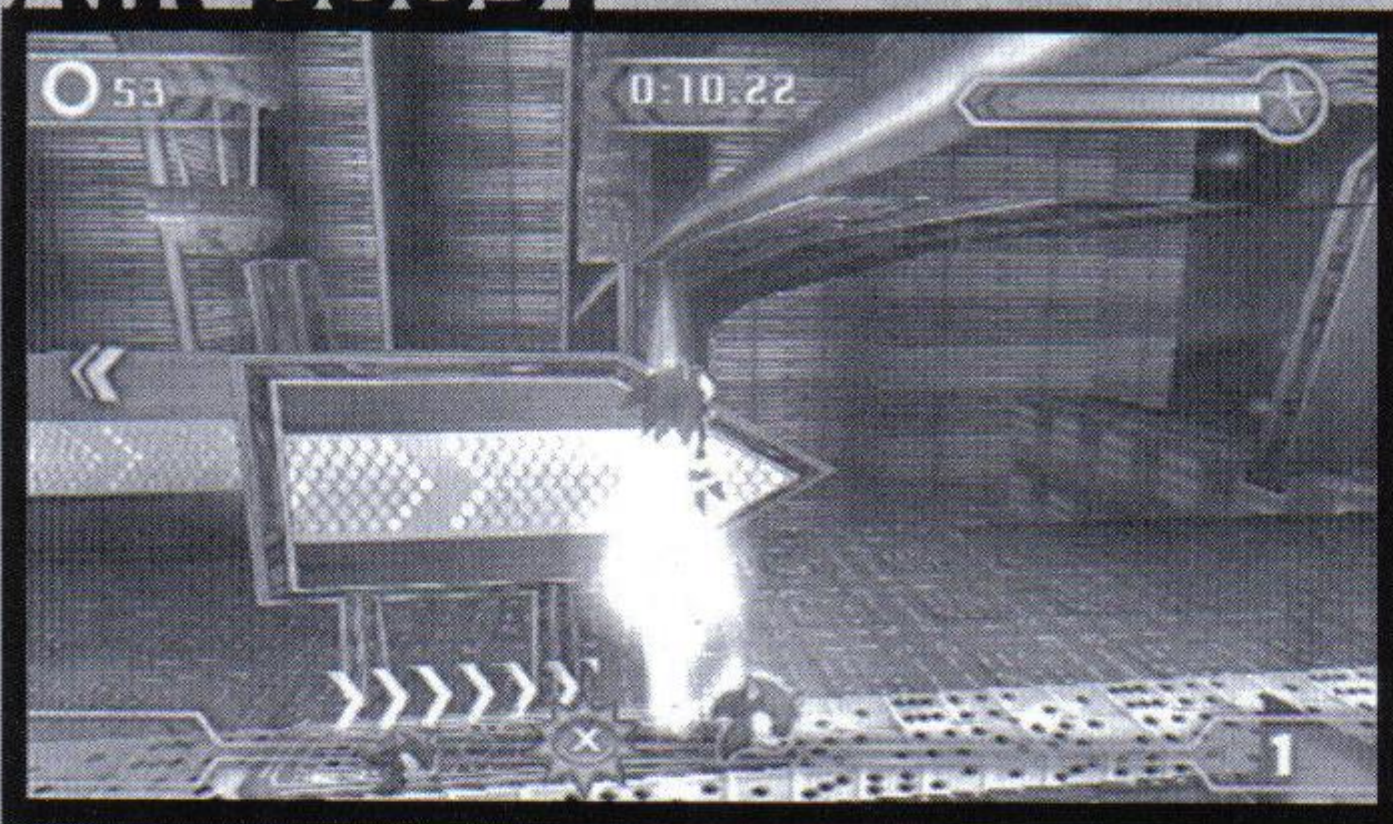


Although beating your rival to the finish line is the ultimate goal in most of the levels in *Sonic Rivals™ 2*, making sure you have at least one Ring is critical to staying alive and avoiding respawn delays. Collecting Rings also fills your Signature Meter, which when full, allows you to execute a special Signature Move. Collect large amounts of Rings for score bonuses and special awards.

BOOSTS

Boosting can give you extra speed, distance and/or air by interacting with special environmental objects, allowing you to gain the upper hand on your rival. Often times, correctly performing a Boost leads to special Power Ups or shortcuts. When a Boost opportunity presents itself, context-sensitive button icons will appear. In order to successfully pull off a Boost, you must quickly press the matching button before the opportunity is lost. There are two types of Boosts: Air and Speed. The context-sensitive button will help tell you which is the best one to use. The **×** or **○** buttons are context-sensitive and will tell you which is the best one to use.

AIR BOOST



When the (X) button icon appears, pressing (X) when the icon appears allows your character to vertically Boost into the air to reach platforms and areas that are otherwise inaccessible.

SPEED BOOST



When the (C) button icon appears, press (C) while the icon appears to horizontally Boost along the track with a temporary burst of speed. Speed Boosts can give you the chance to pass, stay ahead, or catch up to your rival.

BOSSSES



At the end of each Zone, Sonic and his rivals will have to defeat the Stage Boss. To defeat them, you must locate their weak spot and hit it multiple times. Of course, your rival will be attempting the same thing. The character to get the predetermined number of hits first, wins!

POWER UPS



Pick up Power Ups as you speed across the track and use them to temporarily stop your rival in their tracks. Power Ups can be found inside boxes, or hovering in the air. To pick up a Power Up, simply run over it. Each Power Up has two uses: Offensive and Defensive.

Each Power Up has two uses: Offensive and Defensive. If you are ahead of your rival, the Power Up will be used defensively; if you are behind your rival, it will be used offensively. Launch an offensive with projectile weapons that home in on your rival with an attempt to hit them. Defensive Power Ups allow you to drop weapons on the track for your rival to run into them.

Note: In Battle mode, Power Ups are always Offensive.

POWER UP	OFFENSIVE EFFECT	DEFENSIVE EFFECT
Fire	Flying Fireball	Fire Shield
Ice	Ice Bolts	Snow Bank
Lightning	Ball Lightning	Lightning Ring
Mine	Homing Mine	Proximity Mine
Illusionary Energy	Vision Scramble	Illusionary Trap
Wind	Trailing Twister	Drop Twister
Ring Magnet	Attract Rings	Attract Rings
Oil Slick	Oil Dropper	Oily Puddle
Glue Trap	Glue Dropper	Glue Trap

SIGNATURE MOVES

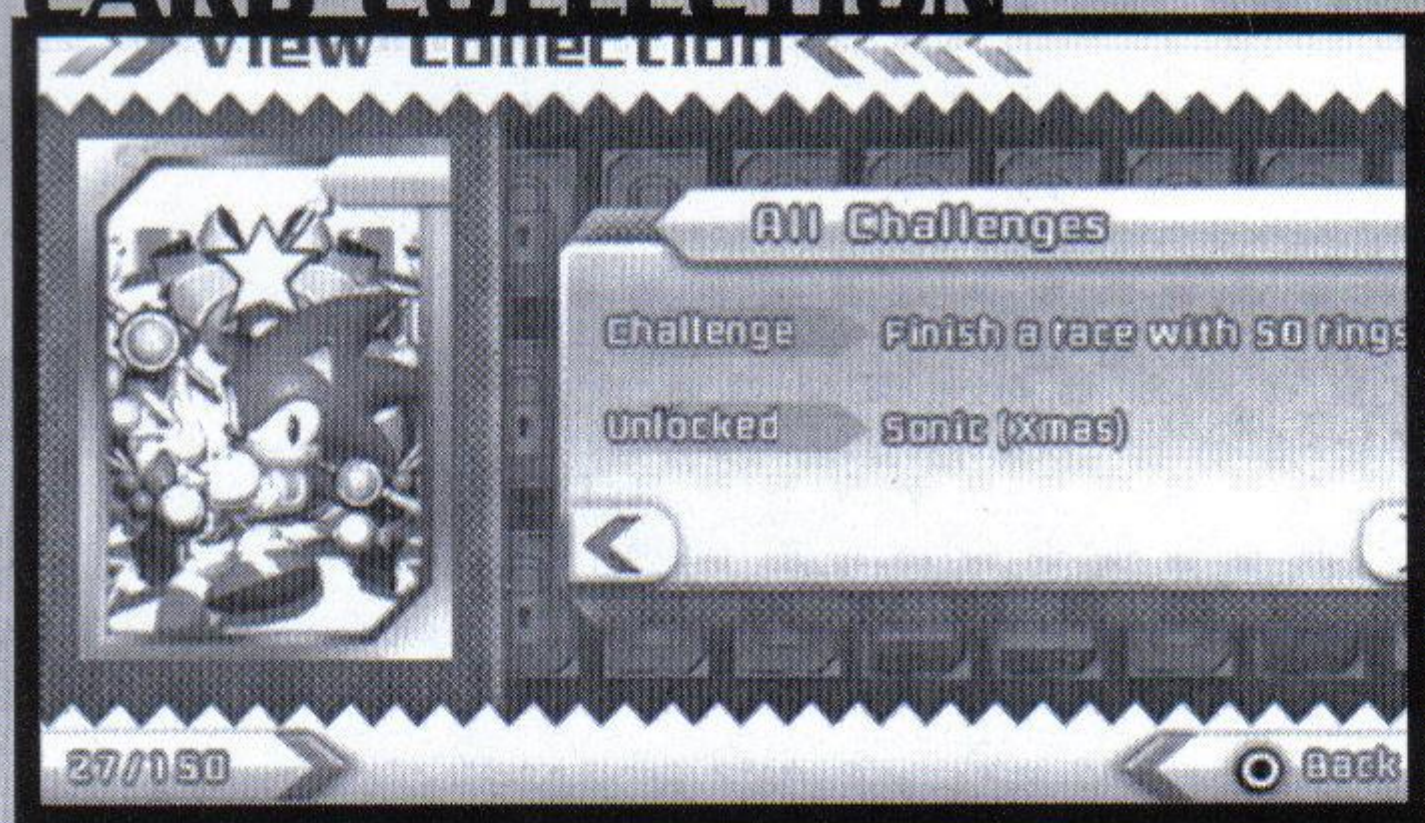


Signature Moves are special character abilities each rival can execute. Every rival has their own unique ability that they can perform once their Signature Meter is completely filled. Some Signature Moves are attack-related, while others can give a boost of speed or other advantage.

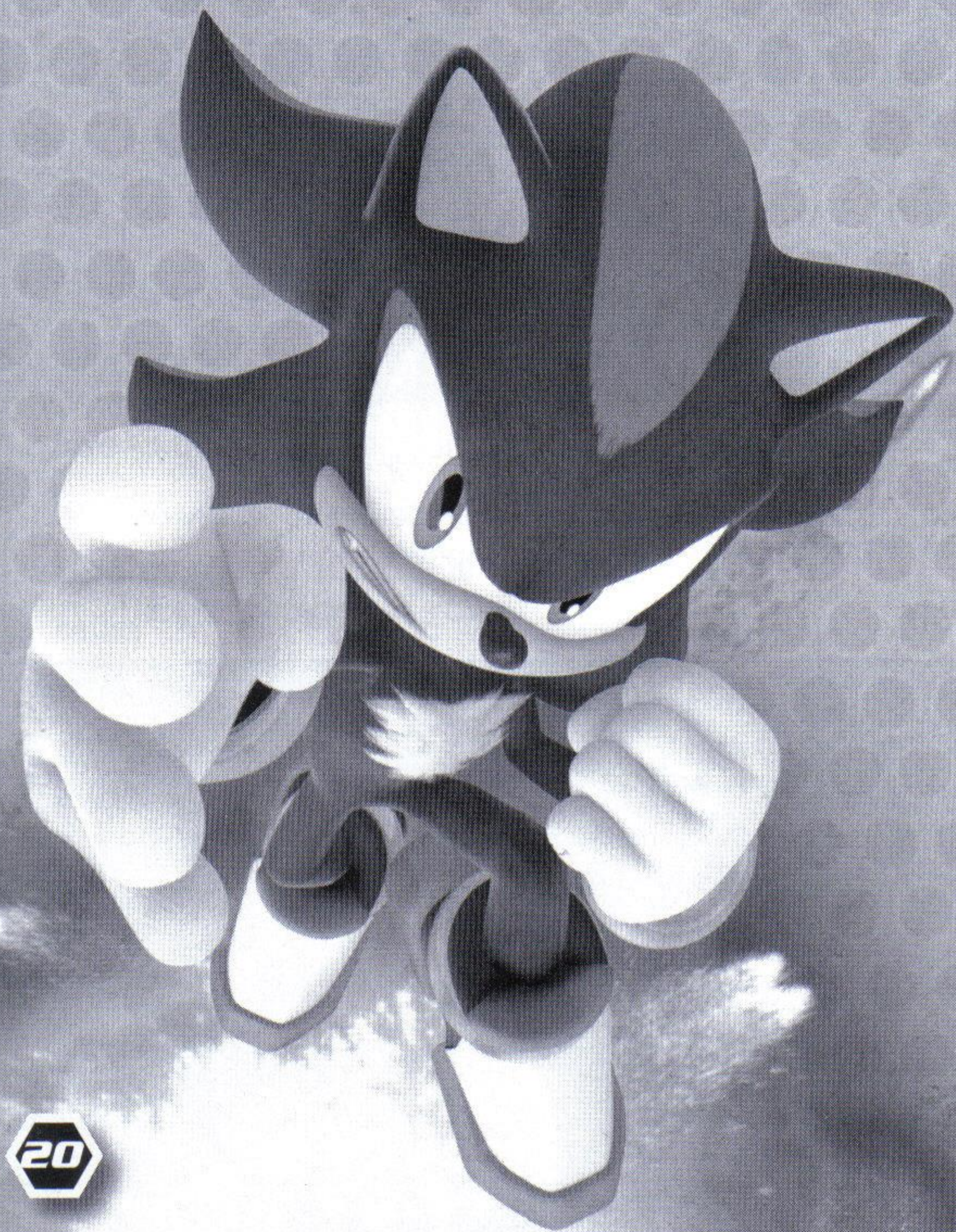
RIVAL	SIGNATURE MOVE	EFFECT
Sonic	Sonic Boom	Speed Boost and temporary invulnerability
Knuckles	Knuckle Slam	Damage nearby enemies, rivals, and objects
Shadow	Chaos Control	Temporarily slows down his rival
Silver	ESP	Scramble the controls of other rivals
Metal Sonic	Copypat	Copy your rival's Signature Move
Tails	Tail Copter	Allows Tails to fly
Espio	Chroma-Cammo	Temporary invisibility and Speed Boost
Rouge	Bat Guard	Bats protect and attack

Signature Meter: The Signature Meter appears in the top right corner of the screen and fills as you collect Rings or attack your rival. When the Signature Meter is completely full it will begin to flash. At this time, your character is able to perform a Signature Move by pressing . You can use Signature Moves during a stage when your Signature Meter is filled.

CARD COLLECTION



You can collect Trading Cards by winning races, beating challenges, and trading and wagering them against your friends via the PSP® system's Ad Hoc mode. Choose CARD COLLECTION from the Main Menu to view how many Cards you've won and collected. Use the analog stick or directional buttons to highlight a Card and press **X** to view them up close for information on how to unlock each one.



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Associate Producer

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Chuck Chow

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Eric Emery

Lead Artist

Eric Ronay

Lead Battle Mode Designer

Clint Forward

Lead Level Designer

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Lead Level Artist

Aaron Parrott

Lead Front End Design

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Sound Effects Design

Lotus Audio

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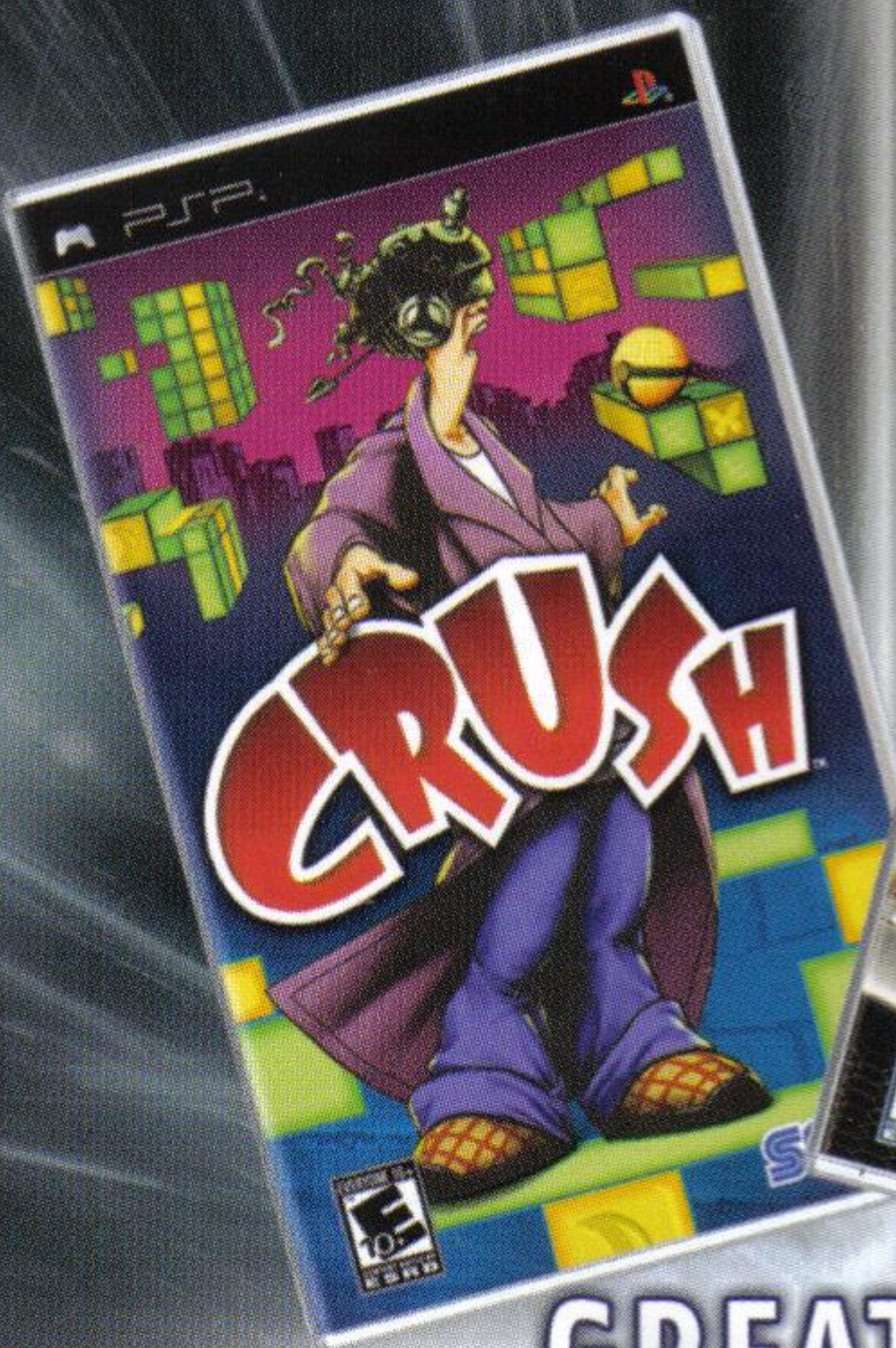
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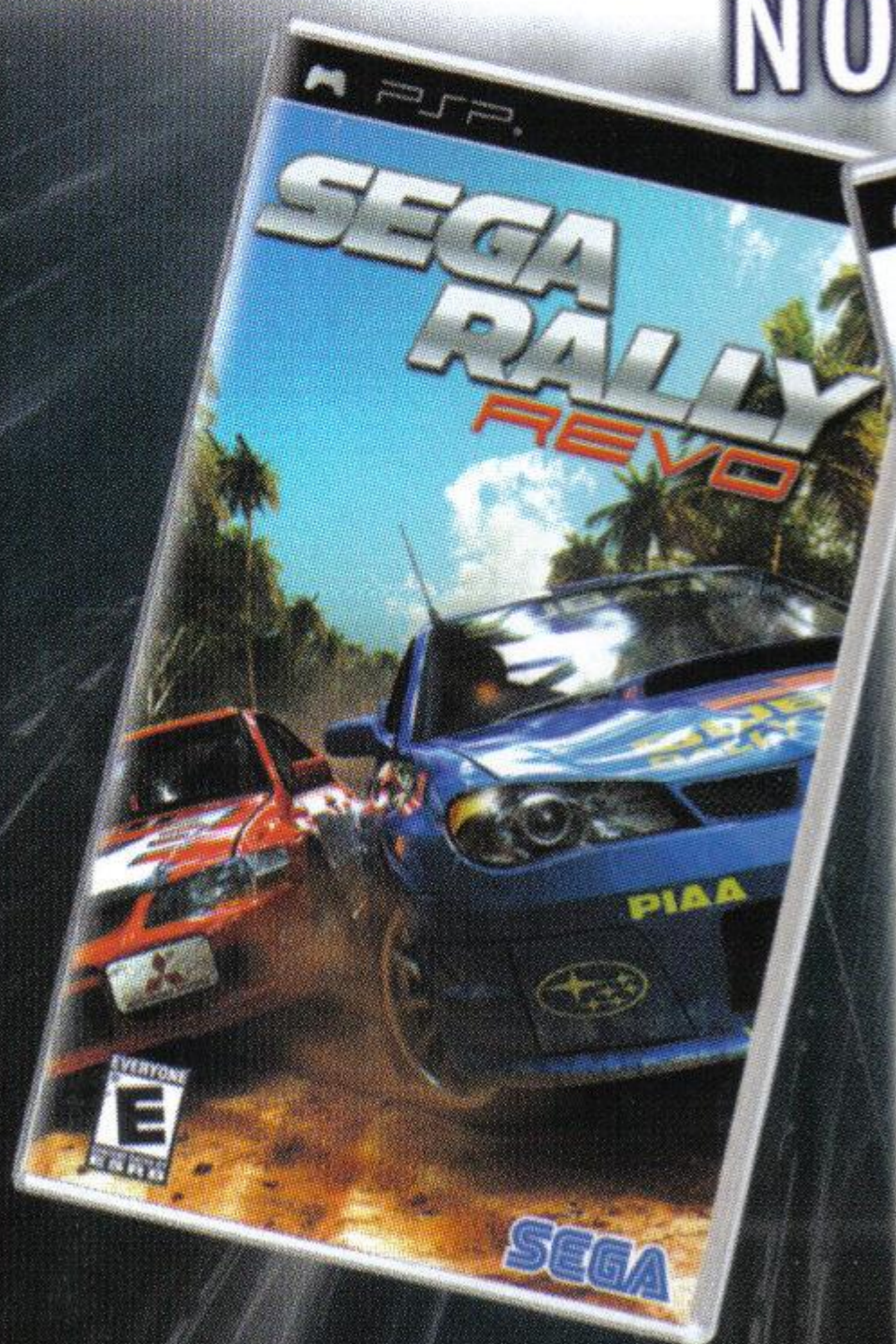
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